

OUR CHESS CORNER.

problems by the Well-known Cuban Expert, Señor Vasquez.

In one of the volumes of "Enigmas, Problems, &c," edited by Señor Vasquez, the Cuban expert, there is a selection of pretty two and three-movers, of which the following are among the choicer. The diagram of the three-mover will certainly please the readers of THE SUN, while the two-mover will not present many difficulties in finding the key move. The problem is as follows:

PROBLEM NO. 87—BY A. G. VASQUEZ.

BLACK—FIVE PICES.

K on Q 8; R on K 8; Kt on K 8; P's on K 4 and K 5.



K on Q 8; R on K 8; Kt on Q 8; Kts on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 88—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 89—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

WHAT INTERESTS WHEELMEN.

Prizes Won by the Leading American Wheelmen Last Year.

Racing men are greatly interested in the proposition that the Racing Board will make to the National Assembly on Feb. 20. The latter will suggest that the national championship races shall be thrown open to all wheelmen irrespective of division championship winners. Under the existing rules many riders do not have the opportunities of competing for championship honors. It is thought that the old rule will be changed.

Among the Western racing men who were fortunate in earning many valuable prizes upon the path last year J. P. Ellis of the Chicago Cycling Club ranks first. Ellis is small in stature but stockily built. He is a wonderfully strong finisher in races. At the



K on Q 8; R on K 8; Kt on Q 8; Kts on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 90—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 91—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 92—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 93—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 94—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 95—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 96—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 97—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 98—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 99—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 100—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 101—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 102—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 103—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 104—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 105—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 106—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 107—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 108—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.

K on K 8; Q on Q 8; R on Q 8; Kt on Q 8 and R 7, and P's on Q 8 and R 7; P's on Q 8 and R 7, and K on K 8.

WHITE TO PLAY AND WIN IN THREE MOVES.

PROBLEM NO. 109—BY A. G. VASQUEZ.

BLACK—TEN PICES.

K on K 4; Q on K 8; R on K 2; Kt on K 8; P's on Q 8; P's on Q 8; Kt on K 7; Q 4, K 2, and K 8.